£1.15 • NO. 47 • 17TH MARCH 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • CHARTS! Q ZONE! REVIEWS!

sonic the comic

starring

SONIC THE HEDGEHOG™

NEW SERIES

SHINOBI!

BRAVES THE ELEMENTS!

SWASHBUCKLING NEW SERIES

CAPTAIN PLUNDER

& HIS SKY PIRATES!

PLUS

TAILS PIN-UP!

9 770969 304020 47

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

As we tune into another exciting issue, spare a thought for *STC*'s news droid, currently recharging in hospital after short circuiting his fuse. It's unfortunate that you humes take longer to mend than robots, otherwise I'd have referred him to Quick Fit!

On the stories front, there are three to keep you entertained, starting with **Sonic** in **Mystery of The Sandopolis Zone**. There's the swash-buckling new series, **Captain Plunder and His Sky Pirates**. Also, fans of **Shinobi** are in for a double-karate treat as there's action from the orient in **Power of the Elements**, plus the **Graphic Zone** pays tribute to the mighty warrior.

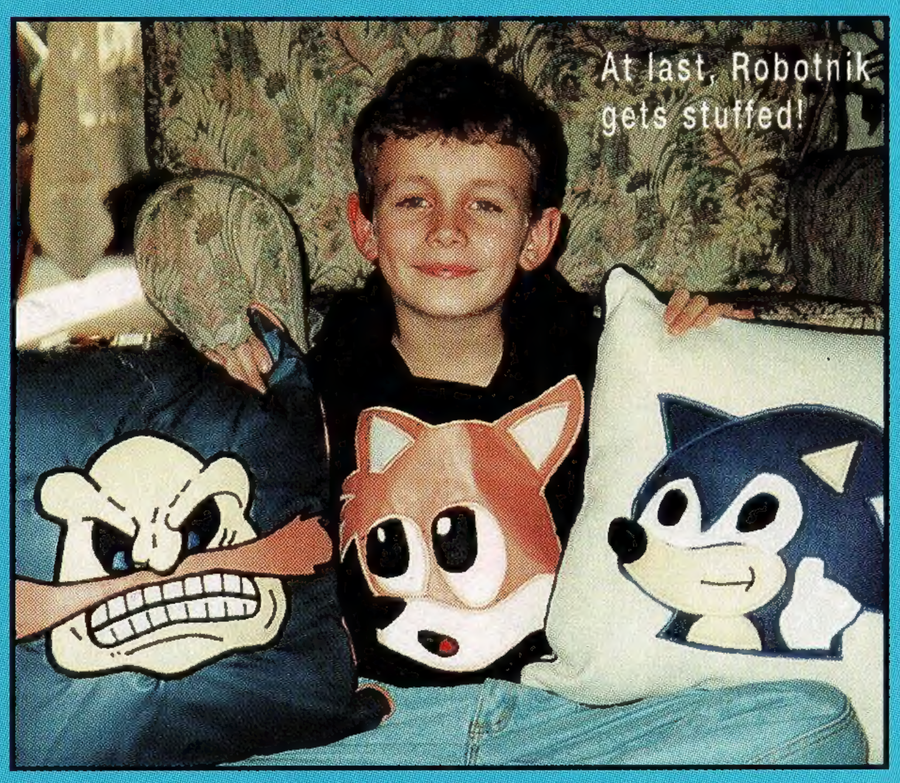
All's about to change again as **Sonic's World** heads for the exit (for now) in the conclusion to **Enter the Cybernik**. However, the big thaw begins next issue when **Tails** stars in **Zonerunner 2 and The Big Freeze**. Finally, to keep you going till issue 48, turn to the back page for a chillingly good pin-up of **Tails**. Coo-el!

Megadroid

HANDY HUMES!

Judging by these photos, there are some incredibly crafty mothers out there extending their talents to Sonic and Co.

↑ **Sarah & Timothy Williamson, Loughborough, Leics. MD owners. Sonic Badge Winners.**



↑ **Richard Brookes, Willsbridge, Bristol. MD owner. Sonic Badge Winner.**

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Jon Haward
- **Publisher:** Rob McMenemy

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA SOCCER '95
2	—	MICRO MACHINES 2
3	new	CANNON FODDER
4	▼	THE LION KING
5	▲	PGA TOUR GOLF 3
6	▼	JIMMY WHITE'S WHIRLWIND SNOOKER
7	RE	MICKEY MANIA
8	RE	SONIC SPINBALL
9	▼	SONIC AND KNUCKLES
10	new	RUGBY WORLD CUP '95

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	▲	MORTAL KOMBAT
3	▼	REBEL ASSAULT
4	▲	THUNDERHAWK
5	▼	SONIC CD
6	—	ECCO THE DOLPHIN
7	new	SHERLOCK HOLMES 2
8	—	PRINCE OF PERSIA
9	RE	SHERLOCK HOLMES
10	RE	MICROCOSM

MASTER SYSTEM

1	▲	ROBOCOP V TERMINATOR
2	▲	SONIC CHAOS
3	—	SONIC THE HEDGEHOG 2
4	▼	JUNGLE BOOK
5	▲	DONALD DUCK
6	RE	SONIC THE HEDGEHOG
7	▼	DESERT STRIKE
8	—	THE LION KING
9	new	CYBER SHINOBI
10	new	ASTERIX AND THE SECRET MISSION

GAME GEAR

1	▲	COOL SPOT
2	▼	SUPER OFF ROAD
3	—	SONIC THE HEDGEHOG 2
4	▲	TAZ-MANIA
5	▼	THE LION KING
6	▼	SONIC CHAOS
7	RE	MICKEY MOUSE 2
8	RE	WORLD CLASS LEADERBOARD
9	▼	FIFA INTERNATIONAL SOCCER
10	▼	THE SIMPSONS

SONIC THE HEDGEHOG™

Mystery of the Sandopolis Zone PART 1

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Ellie de' Ville

LOOK, SONIC, UP AHEAD! CAN YOU SEE IT?
I SEE IT, LITTLE BUDDY...
...WE'VE MADE IT BACK TO THE FLOATING ISLAND!
I WISH SOMEONE WAS COMING WITH YOU, SONIC!
NO WAY, BUDDY... THIS JOB CALLS FOR SPEED! I DON'T WANT ANYBODY SLOWING ME DOWN!
THE SANDOPOLIS ZONE... YEP, THIS LOOKS LIKE THE PLACE ALL RIGHT!

IF PORKER LEWIS IS RIGHT, I SHOULD BE ABLE TO GET A GOOD VIEW FROM SOMEWHERE OVER HERE!

AND THERE IT IS... *THE DEATH EGG!*

BOY, THAT THING SURE GIVES ME THE *CREEPS!*

IF ROBOTNIK FINISHES THE REPAIRS EVERY-ONE WILL BE AT HIS MERCY!

I CAN'T LET THAT HAPPEN!

HEY! WHAT'S GOING ON HERE?

BAM BELL!

I'M SORRY I ASKED...

I SHOULD HAVE GUESSED THAT ROBOTNIK WOULD HAVE SOME OF HIS BADNIKS ON PATROL!

KROOM!

KRAK!

AGGGH!

WELL IF IT ISN'T SONIC THE HEDGEHOG! I THOUGHT I TOLD YOU NOT TO COME BACK HERE!*

KNUCKLES!

* SEE STC 42 - MEGADROID.

HOW ABOUT I MISSED YOUR WARM, CHEERY HOSPITALITY?

I'D WATCH OUT IF I WERE YOU, THAT SANDWORM WON'T HAVE GONE FAR ...

I GUESS YOU MUST HAVE A GOOD REASON FOR COMING BACK. I'D OFFER TO HELP BUT I KNOW WHAT YOU'D SAY ...

I DON'T *NEED* ANY HELP!

YEP, *THAT'S* JUST WHAT I THOUGHT YOU'D SAY ...

UH-OH ...

SMASSSH!

STILL THINK I NEED YOUR HELP, KNUCKLES?

SO WHAT DO YOU *WANT*, SONIC? I'M GETTING A LITTLE TIRED OF PEOPLE ARRIVING ON MY HOME UNINVITED!

HEY, IF YOU HADN'T LET ROBOTNIK USE THE FLOATING ISLAND TO REPAIR THE DEATH EGG, I WOULDN'T BE HERE IN THE FIRST PLACE!

I'M ON MY WAY TO SEE TO THAT *RIGHT NOW*... I JUST GOT A LITTLE DELAYED BY A BUNCH OF COMEDIANS CALLED THE MARXIO BROTHERS! *

LOOK, PAL, THE DEATH EGG IS TOO...

* SEE KNUCKLES' OWN STORY, STC 39-44 – MEGADROID.

AHOY, *SONIC!* IT'S GOOD TO SEE YOU, MATEY!

OH NO, *NOT HIM*...

IT'S CAPTAIN PLUNDER!*

IF I DIDN'T KNOW BETTER I'D THINK 'EE WEREN'T PLEASED TO SEE ME, OLD CHUM!

* SEE STC 23-25 FOR THE GOOD CAPTAIN'S PREVIOUS APPEARANCES — MD.

SONIC, DO YOU KNOW THESE PEOPLE?

LOOK, WHY DON'T YOU JUST INVITE EVERY-ONE FROM MOBIUS TO COME TO THE FLOATING ISLAND? DON'T WORRY ABOUT ME, IT'S ONLY MY HOME!

CAPTAIN, WHAT ARE YOU DOING HERE?

TREASURE, LAD!

PER'FESSOR, FETCH THE MAP!

I'VE 'AD THIS 'ERE PARCHMENT FOR *YEARS!*

'TIL A FEW WEEKS AGO I ALWAYS THOUGHT THE FLOATING ISLAND BE ONLY A *LEGEND!**

**SO DID EVERYBODY ON MOBIUS UNTIL DOCTOR ROBOTNIK GAVE THE GAME AWAY!— MD.*

LISTEN TO ME, PIRATE, I AM *KNUCKLES*, THE RULER OF THE FLOATING ISLAND AND I DON'T CARE WHAT YOU'RE UP TO. I WANT YOU TO LEAVE *RIGHT NOW!*

HEH, HEH! AIN'T HE *CUTE*...

PER'FESSOR, LET'S GET ON WITH IT, MATE!

OF COURSE, MY DEAR CAPTAIN!

WHO'S THIS PROFESSOR CHARACTER... I DON'T REMEMBER HIM...?

NEW MEMBER OF ME CREW, LAD... USED TO WORK AT METROPOLIS UNIVERSITY.

I APPEAR TO HAVE BEEN SUCCESSFUL, CAPTAIN!

WELL DONE, MATE. WELL, WHAT ARE YOU WAITING FOR? LET'S GET THIS SHOW ON THE ROAD!

IT IS DONE, CAPTAIN!

KREKK!

IF YOU DAMAGE THESE ANCIENT BUILDINGS I'M HOLDING YOU *PERSONALLY* RESPONSIBLE!

RMBLLLLL

YAA! WHAT'S GOING ON?

RMMBLLL

IT *WORKED*, BY CRIKEY ... IT *REALLY* WORKED!

BEHOLD THE LOST PYRAMID OF SANDOPOLIS!

DOESN'T LOOK VERY LOST TO ME!

NEXT ISSUE : *THE CURSE!*

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer:
David Gibbon

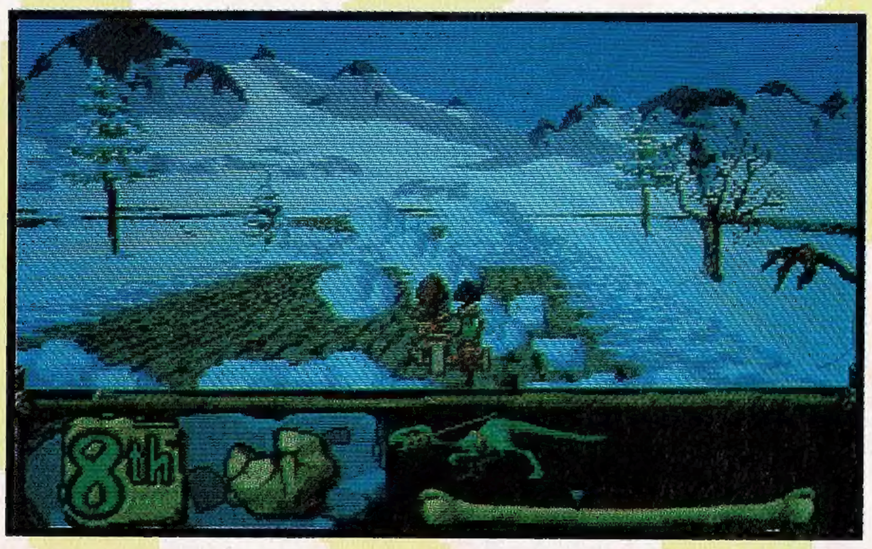
B.C. RACERS

Mega CD

game type: RACING
1-2 PLAYERS

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

Here's another game to put you in the fast lane. **B.C. Racers** is the latest Mega-CD release from Core Design - the most prolific Mega-CD publishers around. The story goes that Millionaire playboy Millstone Rockafella arranges a wild 'n' wacky BC bike race, the winner of which receives the Ultimate Boulderdash Bike!



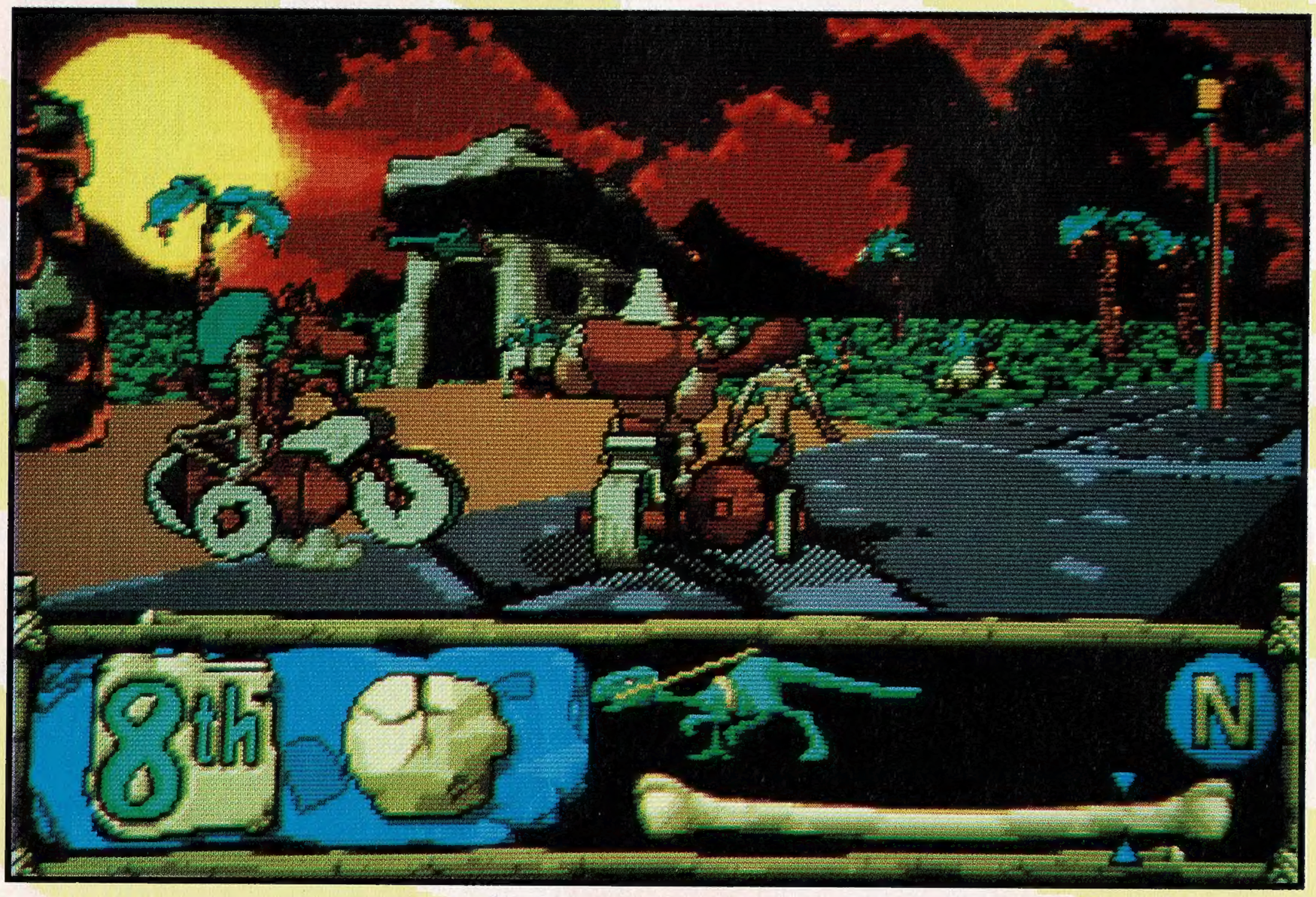
B.C. Racers is set in Fred Flintstone-time (lots of rocks and dinosaurs). Played over 32 tracks, the game also features no less than eight types of 3D terrain (ranging from night through to the chilly snow-blizzard course). Each one of the 32 tracks are texture-mapped in 3D and the whole thing plays in a similar fashion to Nintendo's *Super Mario Kart*.

At the start of the game you're asked to select from one of six bikes. Each one carries two characters and each have their own attributes. All of the characters also carry a weapon which can be used to knock off an opponent during a race - very handy indeed!

Nitros can be found during a race to boost your vehicle, which is highly necessary as your bike goes real s-l-o-o-o-w. This makes the game very hard indeed. Even I haven't reached first place position yet!

B.C. Racers does have a two-player option, although you're unable to race against one other. Instead, one of you steers while the other sits in the side car and leans into corners etc. Shame, because a real two-player race would have made it real fun.

B.C. Racers is an enjoyable racing game to start with, but ... unfortunately, it contains too many downers to give it a really unbeatable score.



FAST FAX

PUBLISHER: CORE DESIGN
PRICE: £44.99

GRAPHICS 87
SOUND 80
PLAYABILITY 78

RAVES
An enjoyable racer with an impressive cartoon intro

GRAVES
Too hard, no real two-player option, occasional fuzzy graphics.

OVERALL 79%

POWER DRIVE

Mega Drive

game type: RACING

1 PLAYER

A great number of car racing games have been released over the past year, including the excellent *Virtua Racing Deluxe* and *Micro Machines 2*. However, few of them have been based around the dangerous world of rally driving. **Power Drive** is one such title that attempts to recreate the hazards and pitfalls of one of motoring's most dangerous sports.

Played from a top-side perspective, **Power Drive** takes you across eight international locations from Monte Carlo and Sweden to Britain. Each one has its own driving conditions; i.e., Australia has a hot and humid climate with a sandy track. Also, with a total of 48 races in the game there's more than enough to keep even the most race-hungry driver happy.

At the start of the game you're given a spending budget of $28,000. Using this cash you must purchase one of the two cars on offer from Group N, which includes a Mini and Fiat Turbo. From there, it's off to the first race. You'll soon discover that it's quite difficult to control your car. The first few times you play you may find the car crashing into the sides of the road etc., but once mastered, steering becomes second nature. As this is a rally car, you'll need to learn how to perform handbrake turns and power slides.

Power Drive is a fun and playable driving sim, but it does have some drawbacks. Most of the races are against the clock, and the race that does feature opposition only has one computer car. On top of that, there is no real two-player option. You can actually have between two to eight players, but not at the same time. **Power Drive** is a good driving sim, but lacks the fun of *Micro Machines 2*.

FAST FAX

PUBLISHER: US GOLD

PRICE: £44.99

GRAPHICS 80

SOUND 73

PLAYABILITY 83

RAVES: Enjoyable driving sim with good graphics.

GRAVES: Less fun and playability than the likes of *Micro Machines 2*.

OVERALL 81%

Kellogg's

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TOKYO. 10.47PM, 13TH OCTOBER 1994.

THE **SHINOBI**, JOE MUSASHI, HAS BATTLED AND DEFEATED **THE VOID**,* TOP ASSASSIN OF THE **NEO ZEED**, A CRIMINAL ORGANISATION WHOSE TENTACLES REACH INTO THE VERY HEART OF THE JAPANESE BUSINESS AND GOVERNMENT WORLDS.

*SEE THE SONIC THE POSTER MAG No 4 — MEGADROID.

NOW MASTERLESS, OR **RONIN***, THE SERVANTS OF THE VOID, **THE FOUR ELEMENTS**, ARE WORKING FOR THE JAPANESE **YAKUZA**, A CRIMINAL ORGANISATION CONTROLLING ILLEGAL GAMBLING, DRUGS AND VICE ON THE STREETS OF TOKYO.

*JAPANESE TERM FOR UNEMPLOYED SAMURAI — MD.

JOE MUSASHI IS TRACKING THE MOVEMENTS OF THE **FOUR ELEMENT** ASSASSINS THROUGH THE JAPANESE UNDERWORLD AND HAS COME TO THIS CASINO WHERE HE BELIEVES THE ELEMENTS ARE HIDING OUT.

AND THUS BEGINS A DEADLY GAME WHERE THE STAKES ARE LIFE AND DEATH.

NO MORE BETS.

NEW SERIES

Shinobi

POWER OF THE ELEMENTS PART 1

Script: ALAN McKENZIE Art: JON HAWARD Lettering: TONY PRIME

THWIP!

THWIP!

THUNK!

THUNK!

OYABUN* MITSUGI. FOR WEEKS WE HAVE STAYED HERE AS YOUR GUESTS. WE HAVE REPEATEDLY OFFERED OUR SERVICES TO YOU. YET YOU REFUSE TO LET US REPAY OUR DEBT.

*YAKUZA TERM FOR "BOSS".

AT FIRST WE PRESUMED THAT THIS WAS BECAUSE YOUR SECURITY WAS SO EFFICIENT THAT OUR TALENTS WERE UNNECESSARY. . .

HOWEVER, UNKNOWN TO YOUR GUARDS, JOE MUSASHI, A NINJA OF SOME ABILITY WHO GAVE US PROBLEMS WHEN WE SERVED THE NEO ZEED, IS WATCHING THIS CASINO.

HE IS CLUMSILY DISGUISED AS A NEWS VENDOR, YET YOUR MEN FAILED TO DISCERN HIS IDENTITY.

WE ARE BEGINNING TO THINK THE YAKUSA IS NOT THE RUTHLESS ORGANISATION THAT WE HAD HEARD.

DOGS!

STOP!

YOU MAY BE RIGHT. I'LL GIVE YOU THE CHANCE TO SHOW YOUR ABILITIES. BRING ME THIS JOE MUSASHI. I WOULD SPEAK WITH HIM.

AND HERE— TAKE THESE WITH YOU.

THANK YOU, OYABUN.

YOU ARE. . .MOST CONSIDERATE.

HIS NAME IS JOE MUSASHI AND HE IS SHINOBI*. HE HAS TRACKED HIS MORTAL ENEMIES THE FOUR ELEMENTS TO THIS CASINO. THERE ARE STILL TOO MANY YAKUZA SOLDIERS INSIDE TO MAKE ANY KIND OF MOVE.

*JAPANESE FOR "MASKED ONE".

HIS KEEN EARS LISTEN FOR ANY SIGNS OF MOVEMENT FROM INSIDE THE BUILDING.

BUT IT'S AN ALTOGETHER MORE FAMILIAR, AND MORE DEADLY SOUND HE HEARS.

THWIP!

THWIP!

FOOL!

AIR!

THWAPP!

WAKK!

WE'VE KNOWN ABOUT YOU FROM THE MOMENT YOU ARRIVED.

HE IS UNCONSCIOUS. TAKE HIM TO YOUR LEADER!

NEXT ISSUE: INTERVIEW WITH THE YAKUZA

Graphic Zone

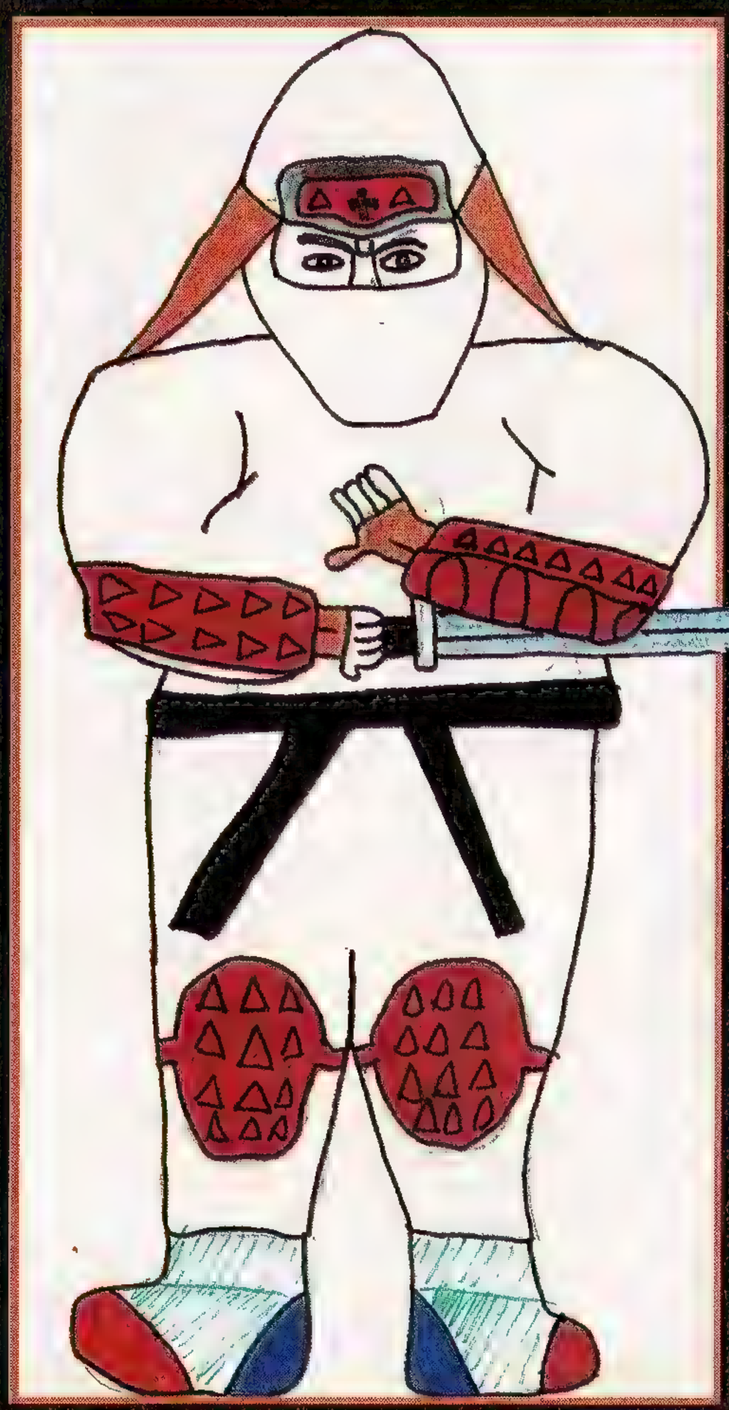
Such is the excitement surrounding the new **Shinobi** series, that *STC* has dedicated a special scribbling section in its honour. As usual, the Boomers behind the artwork will each receive an original, *STC* badge, not seen since issue 2!

She-nobi!

Carol Morgan,
Powys, Wales.
MD owner.
Sonic Badge Winner.

Ah-So...nic!

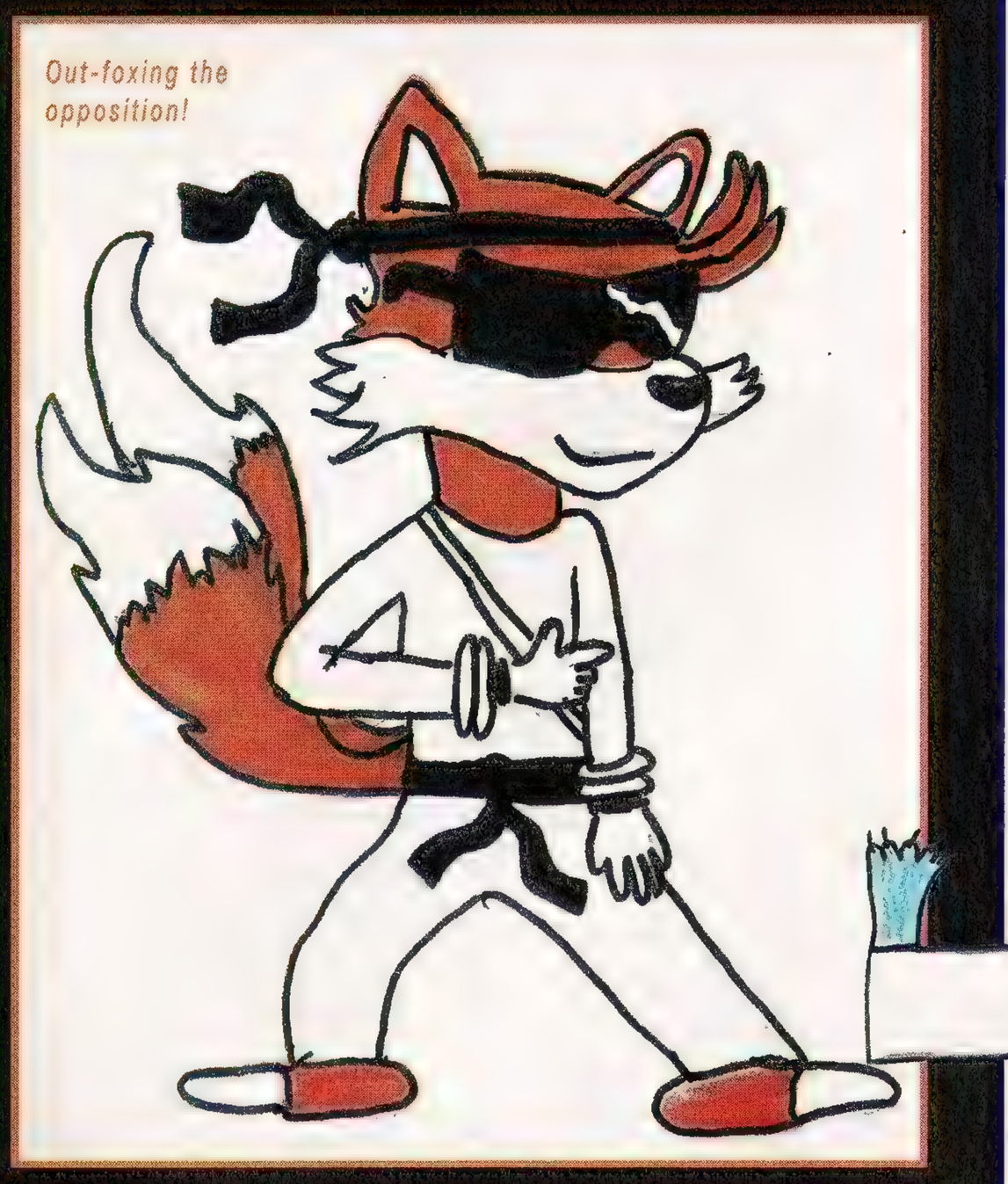
Erik Rutterford, London.
MD owner.
Sonic Badge Winner.



Recognise the man behind the mask?

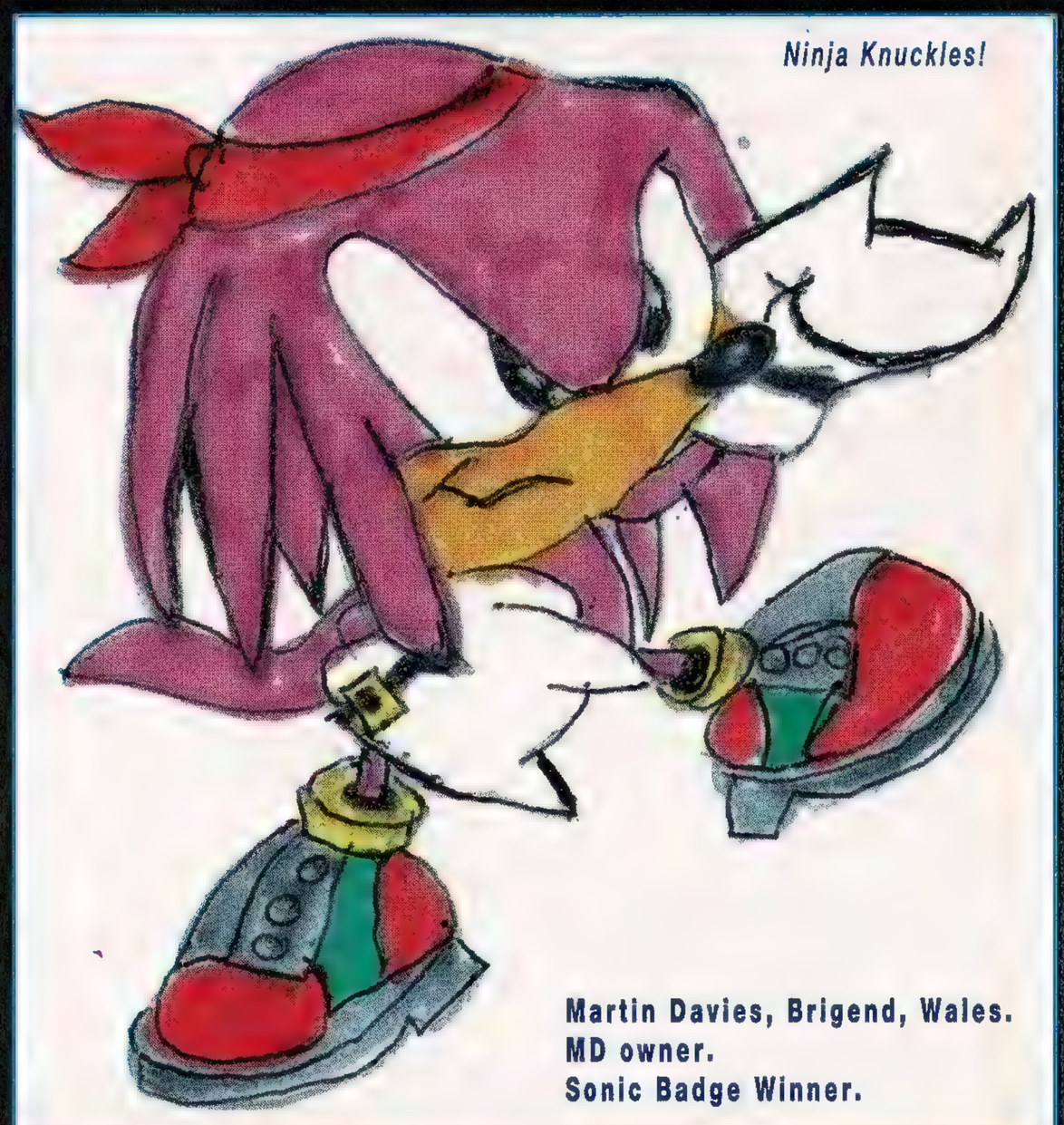
Satnam Chima, Birmingham. MD and MS owner. Sonic Badge Winner.

Samuel Compagnoni, Tenerife.
Sonic Badge Winner.



Please send in name & address.
Sonic Badge Winner.

Robert Evans,
Bickley, Kent.
Sonic Badge Winner.



Martin Davies, Brigend, Wales.
MD owner.
Sonic Badge Winner.

AQUAZONE

NEW

...Calling AQUANAUTS
Crystals ahead.....
.....But watch out
for AQUASHARKS....
.....

★ 6175
Aquanaut
DSRV II

★ 6155
Aquashark
Barracuda

★ 6195
Aqua Dome 7

★ 6125
Aquanaut
Octopod

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LEGO SYSTEM

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★ NEW

SONIC'S WORLD

Enter the Cybernik Part 3

Script: Lew Stringer
Art: Roberto Corona and John M. Burns
Lettering: Steve Potter

DOCTOR ROBOTNIK HAS TURNED EMERALD HILL ZONE RESIDENT SHORTY INTO A NEW SUPER-BADNIK CALLED THE CYBERNIK! BUT THE PROCESS WENT WRONG AND THE CYBERNIK HAS A FREE MIND AND HAS TURNED AGAINST ROBOTNIK!

HOW *DARE* THE CYBERNIK DISOBEY ME! I WILL *DESTROY* HIM!

OOH, I AM *SO* ANGRY!

THANKS FOR FREEING US FROM THE *BADNIK* SHELLS, SHORTY! MAYBE WE CAN FIND A WAY TO GET YOU OUT OF THAT ARMOUR!

FORGET IT, HOPPER! ROBOTNIK SEALED ME IN THIS SUIT *PERMANENTLY*...

...AND THAT'S SOMETHING HE'S GONNA *REGRET* BIG TIME!

THAT'S *BIG TALK* FROM A *DEFECT*! WE'LL SEE WHO HAS THE REGRETS!

BWHAMMM!

GET OUTTA HERE, HOPPER! IT'S ME HE'S AFTER!

KEEP STILL, BLAST YOU!

YOU SHOULDN'T HAVE MADE ME SO *EFFICIENT*, ROBOTNIK!

I'M THIS YEAR'S TOP OF THE RANGE SUPER-BADNIK BUT TURNED *GOOD!*

PHZAPP!

EVERY ZONE SHOULD HAVE ONE!

I THINK NOT!

KDASHH!

FACE IT, ROBOTNIK! I'M YOUR WORST NIGHTMARE...

...*THE BADNIK YOU SHOULD NEVER HAVE CREATED!*

YOUR PLANS ARE *HISTORY!*

WRRENNCH!

FOOL! DON'T YOU REALISE...

...THAT ANY PLANETARY DICTATOR WORTH HIS SALT *ALWAYS* HAS A *"PLAN B"*?

CLICK!

YOWWCH! MY HEAD! CAN'T FLY! WHA--?

JUST A LITTLE DEVICE I DESIGNED THAT'S TUNED IN TO YOUR CIRCUITS! *BEG* FOR MERCY, CYBERNIK!

UGGH! D-DREAM ON, CREEP!

CAN'T I LEAVE THIS ZONE FOR *FIVE MINUTES* WITHOUT YOU TURNING UP, ROBOTNIK?

YOU!

BWAPP!

SONIC! WOW! IT'S AN HONOUR TO MEET YOU!

I CAN IMAGINE! CAN'T STOP TO CHAT RIGHT NOW...

...IT'S TIME TO *KICK ROBUTTNIK!*

EEEEII!

PTTOWW!

SKRRUNCH!

NOT ANY MORE!

SO THIS IS THE DEVICE THAT CAN SCRAMBLE MY CIRCUITS, EH?

ENOUGH! A GOOD WARRIOR ALWAYS KNOWS THE APPROPRIATE TIME TO WITHDRAW!

GET OUTTA HERE, LOSER!

LATER, WHEN THE REST OF SONIC'S COMPANIONS ARRIVE...

WE COULD USE SOMEONE WITH YOUR POWER ON OUR SIDE! JOIN US IN THE FIGHT AGAINST ROBOTNIK!

WOW! I'M VERY FLATTERED YOU SHOULD ASK...

...BUT I WANT TO CONTINUE THE FIGHT *ALONE*, WITH MY OWN METHODS! ROBOTNIK TURNED ME INTO THIS LIVING MACHINE, AND THAT MAKES IT PERSONAL!

COOL SPEECH, PAL! HOPE YOU CAN LIVE UP TO IT!

SHORTY! WAIT! THIS IS YOUR *HOME!* YOU CAN'T LEAVE!

FROM NOW ON, CALL ME... *SHORTFUSE THE CYBERNIK!* COOL OR WHAT?

DON'T FEEL SORRY FOR ME... SAVE IT *FOR ROBOTNIK!*

I MUST, HOPPER! I'VE GOTTA USE MY POWER TO FIGHT FOR JUSTICE AND FREEDOM AND... STUFF!

I'LL MISS YOU, PAL!

END

JUST THE BEGINNING! WATCH OUT FOR MORE CYBERNIK ACTION IN STC!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

STC's regular game guru David Gibbon concludes this two-part solution to Disney's Mega Drive blockbuster, **The Lion King**. Now there's no excuse for Boomers not to complete this game with roaring success!

LION KING SPECIAL

Part 2

MEGA DRIVE MD

HAKUNA MATATA - LEVEL SIX

Go right and allow the water chute to take you. Head right, then up. Once at the very top, head right and then allow yourself to be carried down by another water chute. At the bottom, stand to the right of the platform and wait for some logs to appear in the lake. Hop across these, then up the waterfall. Once you reach the top, go right and down another water chute, then head right to meet an ape!

HAZARDS

WATERFALL: Probably one of the most difficult parts of the whole game. Start by jumping onto the far-left log as this moves down the slowest. Once here, hop higher on some of the other logs, but try and get back to a log on the far-left. Keep doing this to eventually reach the top.

APE: Dodge his fire by jumping in the air. Then when he has his back to you, jump on his head. He'll run a bit further up the level, so chase him and repeat these actions. When you reach the top, you'll have completed the level!

SIMBA'S DESTINY - LEVEL SEVEN

It's quite easy to get lost on this level, so follow these directions and you should be okay. Start by going left, up, right, up, left, down, right, cut rock from vine, down, left, cut rock from vine, left, up, right, up, left, down, right, down, cut rock from vine, left, up, right, up, cut rock from vine, left, up, left and down to end.

HAZARDS

CHEETAHS: As well as the odd single cheetah, many are hidden together behind vines. The easiest way to kill them is to keep mauling them by holding down the B button.

ROCKS: A major problem on this level. Any rocks that are not being held up by vines means they are about to chase after you, so run like mad! Rocks that are held by vines MUST be cut down. Do this by standing close to the top and mauling the vine by pressing B.

DEAD-END VINES: Placed throughout this level, these stop

you from progressing any further. Press the B button to destroy the vine. Even if there is another way you can go, always take this route whenever available.

BE PREPARED - LEVEL EIGHT

Head right until you come to the end. Jump up and hit the loose piece of cave directly above your head. This will cause it to eventually fall, thus creating another exit (make sure you don't stand underneath it when it falls!). Now, while on the raft, you'll meet three platforms which you need to climb on. On the first run like mad to meet up with the raft again; on the second take your time, but watch out for the rolling rock; while the third is near the end. Once there, head left and wait for a cap to cover one of the erupting lava fountains, then climb on top to win.

HAZARDS

LAVA - The two types of Lava to avoid on this level are:-

1. **Dripping Lava** - Don't stand around too long on the top section, otherwise a drop of hot lava will hit you.

2. **Rising Lava** - Found across the top section, these will erupt every few seconds. Wait next to them. As soon as the lava disappears, get past as quickly as possible.

BATS: These fly into you from all angles, losing you energy. As soon as they appear, kill them before progressing any further, otherwise they'll attack you continuously!

SIMBA'S RETURN - LEVEL NINE

This level is basically a maze of caves in which it's very easy to get lost, so follow these directions to find out which caves you should go through:
1: far-right, 2: far-right, 3: far-right, 4: very top, 5: top-left, 6: far-right and 7: top-left. Now, walk right to end.

PRIDE ROCK - LEVEL TEN

Start by defeating Scar, then head left. Swing past the hands, then up and right. Climb to the top, then head right over more handles. Climb to the very top to take on Scar again. Head right to the end, then climb up the vertical wall. Head left, then get to the very top by jumping from platform to platform. Once there, you'll face your final battle to become **The Lion King**!

HAZARDS

FIRE - You'll need to go fast around this level, otherwise you'll have some fierce fire to contend with. If you're stuck on a platform because the next one along is on fire, move off the screen, then come back and the fire should have gone!

SCAR - A fight with Scar will take place three times during this level. After each fight he'll become stronger and will require more hits to defeat him. To kill him, keep pressing B to maul. If, however, you're near a cliff edge, try and throw him over. You do this by moving close to Scar and pressing Down, B and C simultaneously (this is a very difficult move to perfect, but works very well).

TOP TIPS

1. Before starting to play, go to the options screen and select the Easy level. Not only will the game be just that, but you'll also get eight lives to play with.

2. Make sure you catch next issue's **Q Zone**, which includes an extra special treat for all **Lion King** gamers.

The END

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VIVID IMAGINATIONS

Script & Art:
NIGEL KITCHING
Lettering:
ELITTA FELL

NEW SERIES

CAPTAIN Plunder & HIS SKY PIRATES!

PART 1

ON BOARD HIS PERSONAL LUXURY AIRSHIP, THE 'ROBOTNICUS', DOCTOR ROBOTNIK IS THROWING A PARTY.

(EVEN EVIL DICTATORS HAVE BIRTHDAYS!)

INFO NOTE: THIS STORY TAKES PLACE SHORTLY BEFORE CAPTAIN PLUNDER'S APPEARANCE IN THIS ISSUE'S SONIC STORY – MEGADROID.

AND ONCE AGAIN, FELLOW FIENDS, I THANK YOU FOR YOUR SUPPORT!

YOU'RE DOING A *GREAT* JOB, ROBOTNIK. MY CHEMICAL PLANT MAKES A *FORTUNE* NOW I DON'T HAVE TO PAY MY WORKFORCE!

OF COURSE. MY BADNIK TROOPERS MAKE EXCELLENT *SLAVE DRIVERS*, SO MUCH *CHEAPER* THAN...

CHUNG!

WHAT-?

THIS IS MOST *UNFORTUNATE!*

ROBOTNIK, YOU SAID *NOBODY* KNEW ABOUT THIS TRIP!

WE'RE UNDER ATTACK FROM SKY PIRATES!

IT LOOKS LIKE CAPTAIN PLUNDER HIMSELF!

CHUNGG!

CHUNGG!

QUICKLY LADS, PULL US IN CLOSE! NOW ON MY COMMAND...

...ATTACK!

YOO HOO, ROBOTNIK! THE SKY PIRATES ARE COMIN' TO CALL!

YEEAAAA!

RIGHT, YOU **SWABS**, YOU KNOW WHAT TO DO! ANYBODY FOULS UP AND THEY'LL FIND THEMSELVES SWINGING FROM THE YARD-ARM AFORE SUNSET!

FILCH, WITH ME!

AYE, CAP'N!

Y'KNOW CAP'N, NOW I'M A GHOST I LOVE THIS PIRATE LIFE MORE'N EVER!

IF I'D KNOWED THAT I'D 'AVE SHOT YOU YEARS AGO!

WE GOT 'IM CAP'N. WE GOT THAT DOG *ROBOTNIK!*

YOU'RE GOING TO *PAY DEARLY* FOR THIS, PLUNDER!

WRONG, POLTROON... IT'S *YOU* THAT'S GOING TO DO THE PAYING...

WE HAVE INSIDE INFORMATION! WE KNOW YOU ARE CARRYING *TREASURES*... ALL STOLEN FROM THE PEOPLE OF MOBIUS!

YOU MEAN MY *'TAXES'*.

I DON'T KNOW HOW YOU FOUND OUT, PLUNDER... BUT I'LL TAKE YOU TO THE TREASURE. IT WILL DO YOU NO GOOD.

NO ONE CAN OPEN THIS VAULT! THERE ARE ONLY **TWO KEYS** ...ONE WAITS AT OUR DESTINATION AND ONE REMAINS AT MY FORTRESS.

I AM A CAUTIOUS MAN, PIRATE.

AH, ROBOTNIK, A SMUG CUSTOMER YOU ARE, TO BE SURE!

STILL, I'D WAGER YOU'VE NEVER BEEN ROBBED BY A **GHOST**... SHOW HIM HOW IT'S DONE, FILCH.

AYE, CAP'N!

I KNOW THIS ABOUT VAULTS, ROBOTNIK. THEY WERE DESIGNED TO BE DEVILISH HARD TO OPEN UP FROM THE OUTSIDE...

...BUT NOT FROM THE *INSIDE*.

WHAT?

HAH! IT'S NO USE HIM BEING INSIDE IF HE CAN'T *TOUCH* ANYTHING!

YOU MAY THINK THAT, ROBOTNIK...

...BUT FILCH, HE'S ONE OF THOSE POULTRY..., NO, HANG ON, PALTRY...Er... POLIT...

EMERGENCY DOOR RELEASE

CLUNK!

'POLTERGEISTS', CAP'N.

POLTERGEISTS, **THAT'S** IT! THE KIND OF GHOST THAT CAN MOVE THINGS ABOUT!

NO...NO...

GET A MOVE ON, YOU **BILGE RATS!** ANY KNAVE I SEE SLACKING WILL GET A TASTE OF THE CAT O' NINE TAILS ACROSS HIS BACK!

THERE'S HALF A DOZEN **FLYING BADNIKS** CLOSING FAST OFF THE STARBOARD BOW, CAP'N!

BACK TO THE SHIP, AND **QUICK** ABOUT IT! I'LL CATCH YOU UP!

LATER, BACK ON CAPTAIN PLUNDER'S SHIP...

YOUR INFORMATION WAS DEAD ON, SONIC...

AFTER THAT BUSINESS WITH THE CHAOS EMERALDS* YOU'RE **LUCKY** I'M STILL HELPING YOU, FILCH.

NOW LET ME SPEAK TO CAPTAIN PLUNDER.

*SEE STC NOS 23-25-MEGADROID.

WHERE'S THE CAPTAIN?

I THOUGHT HE WAS WITH **YOU!**

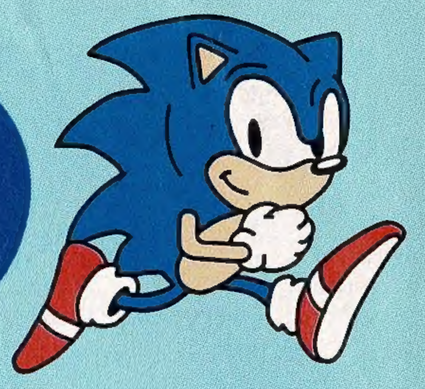
WELL SLAP ME VITALS, WE MUST HAVE LEFT HIM **BEHIND...**

OH BROTHER...

"...HE'S STILL ON ROBOTNIK'S SHIP!"

NEXT ISSUE: **THE TRIAL OF CAPTAIN PLUNDER!**

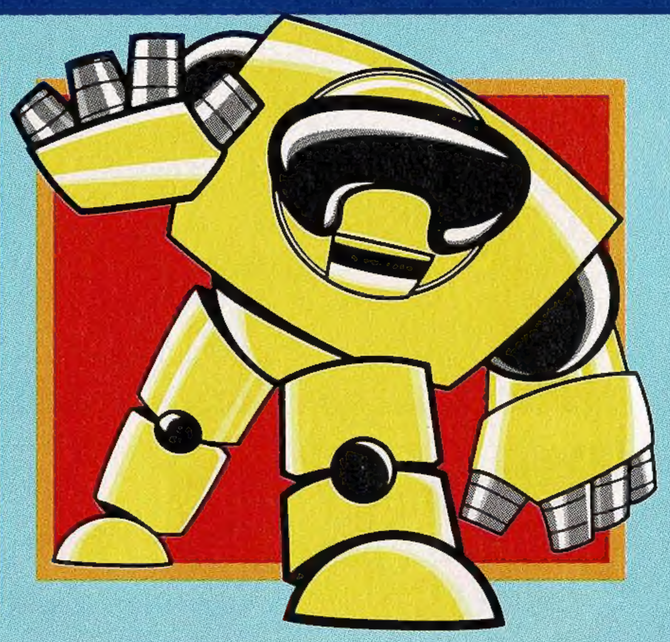
SPEEDLINES



Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Mark Eavis, Huntingdon, Cambs. MS owner. Sonic Water Fun Game Winner.

Doctor O'Robotnik sporting his St Patrick's Day outfit!

Daniel Baldwin, Southport, Merseyside. MS/MD owner. Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Flint Stoned!

Dear *STC*,

How can Carl Flint call himself an artist? He makes Sonic and Tails look like infants! You may be sitting in luxury with all that money you're making Carl, but once in a while concentrate on drawing some decent artwork!

'Angry' Kati Mason, Leiston, Suffolk. Sonic Water Fun Game Winner.

Are all the infants in Suffolk hairy then, 'Angry'?. STC rang Droid Flint on his 'mobile', but his personal masseur said he was too busy having his legs waxed to comment.

New Age STC?

Dear Megadroid,

My dad suggested that *STC* should be put on a cartridge and inserted into a console. This would enable the viewer to listen to a running commentary while watching visuals on the screen at the same time!

Michael Gaye, Rugeley, Staffs. MD owner. Sonic Water Fun Game Winner.

I thought that old-type humes were supposed to be baffled by modern technology, Michael?

Bumper Car-Toons!

Dear Megadroid,

Me and my sister really enjoyed *STC* 41's Bumper Issue. My favourite story was **Marko's Magic Football**, but my sister preferred **Amy**. Are there any plans for them to return in the future?

Simon Gentle, Retford, Nottingham. MD owner. Sonic Water Fun Game Winner.

That depends Si, on whether any other like-minded Boomers feel the same as you and your sis. Watch this space!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE ...

HANG OUT WITH

CAPTAIN PLUNDER!

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Tell us your name, age & address.

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.....

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.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 47 OF STC?

☐ %

22: THE ZONERUNNER

HE'LL BE BACK in STC 48!

ART: ROBERTO CORONA